

WORD-MAKING MIXER

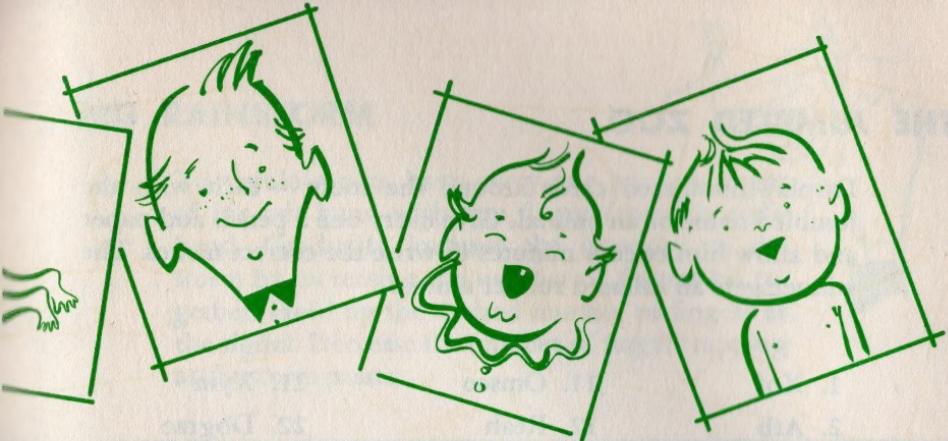
Give every one a card with a letter printed on it. (Have some extra vowels and don't use X, Z, or Q.) Tell the group to form words of ten letters. (Select a few leaders—five if there are fifty present—to take the initiative in getting them started.)

WHOSE BABY ARE YOU?

Ask every one to bring a baby picture of himself. When all have arrived, mix the pictures up in a box. Tell every one to pick one and return it to its owner.

LEADER VS. AUDIENCE

Tell every one to ask the name of the person sitting at his right. On signal, every one is to shout this name. If you can't detect a single name, the audience wins. They should be told to conspire against you by yelling in unison to blend all the names into one. Retaliate by making false starting signals, hoping to trap one or two into shouting names.



HANDSHAKE MIXER

Upon arrival, each person is instructed to introduce himself and shake hands with all the others with his left hand and to use only his left hand for any activity until every one is present.

SKY ROCKET APPLAUSE

Have every one pretend to strike a match on his trousers or dress and pantomime lighting a rocket. Watch the rocket go up and say, "Sssssssssss, BOOM, Ahhhhhh." Flutter your fingers to represent falling debris. Then place your right hand over your eyes and peer out, exclaiming, "Isn't it lovely?"

RAINSTORM APPLAUSE

Start by gently patting knees alternately to simulate light rain. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout, "Boom!" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.